

FIG.2

```
<html>
<head>
<style type="text/css">
    #img1{position:absolute;left:50px;
        top:300px;width:300px;height:500px;}
    #img2{position:absolute;left:400px;
        top:300px;width:300px;height:500px;}
    #img3{position:absolute;left:700px;
        top:300px;width:300px;height:500px;}
</style>
</head>
<body>
    <object id="img1"type="image/png"
        src= "http://www/dir A/0001/s1.png"
        alt= " THIS IMAGE IS A PNG FILE " >
    </object>
    <object id="img2"type="image/gif"
        src= "http://www/dir A/0001/s2.gif"
        alt= " THIS IMAGE IS A GIF FILE " >
    </object>
    <object id="img3"type="image/jpeg"
        src= "http://www/dir A/0001/s3.jpeg"
        alt= " THIS IMAGE IS A JPEG FILE " >
    </object>
</body>
</html>
```

Diagram illustrating the structure of an HTML document (FIG. 2) with annotations:

- 201a** points to the `<style type="text/css">` tag.
- 201** points to the three CSS rules for `#img1`, `#img2`, and `#img3`.
- 202a** points to the `<object id="img1" type="image/png" ... >` tag.
- 202** points to the `<object id="img2" type="image/gif" ... >` tag.

FIG.3

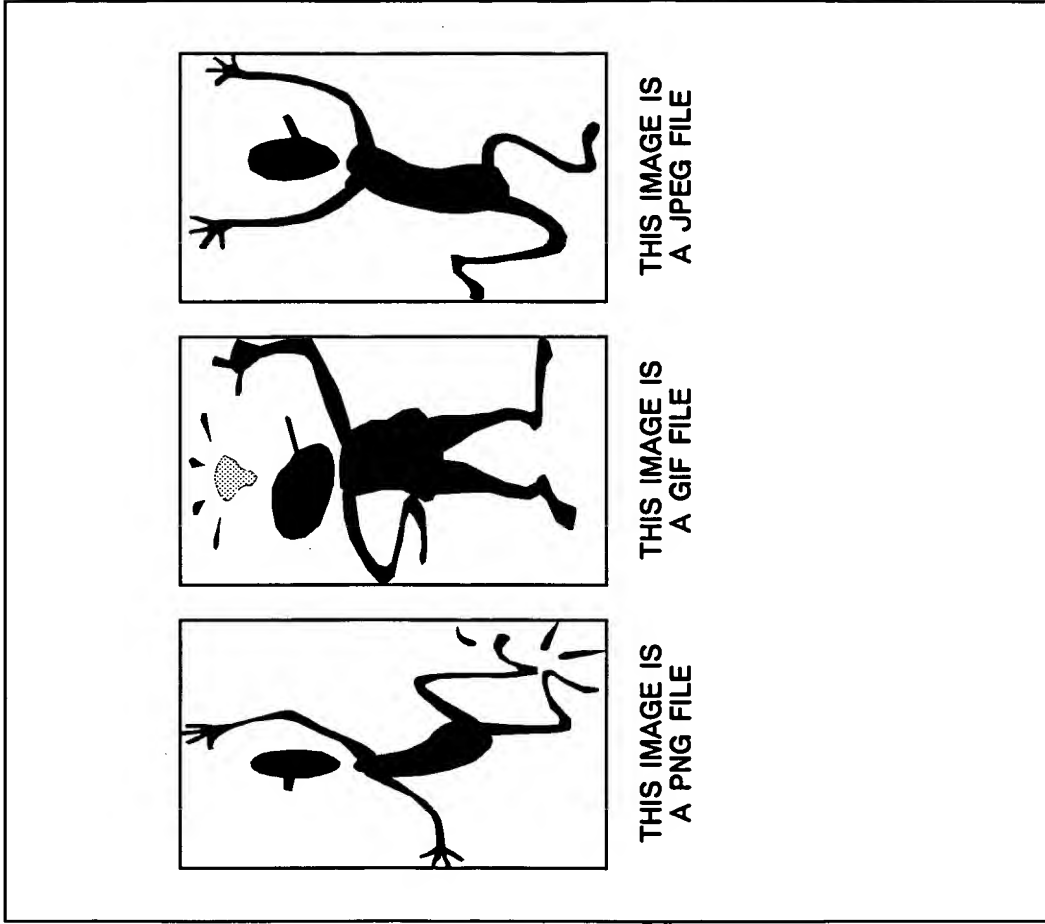


FIG.4

CONSTRUCTION OF BROADCAST DEVICE 10

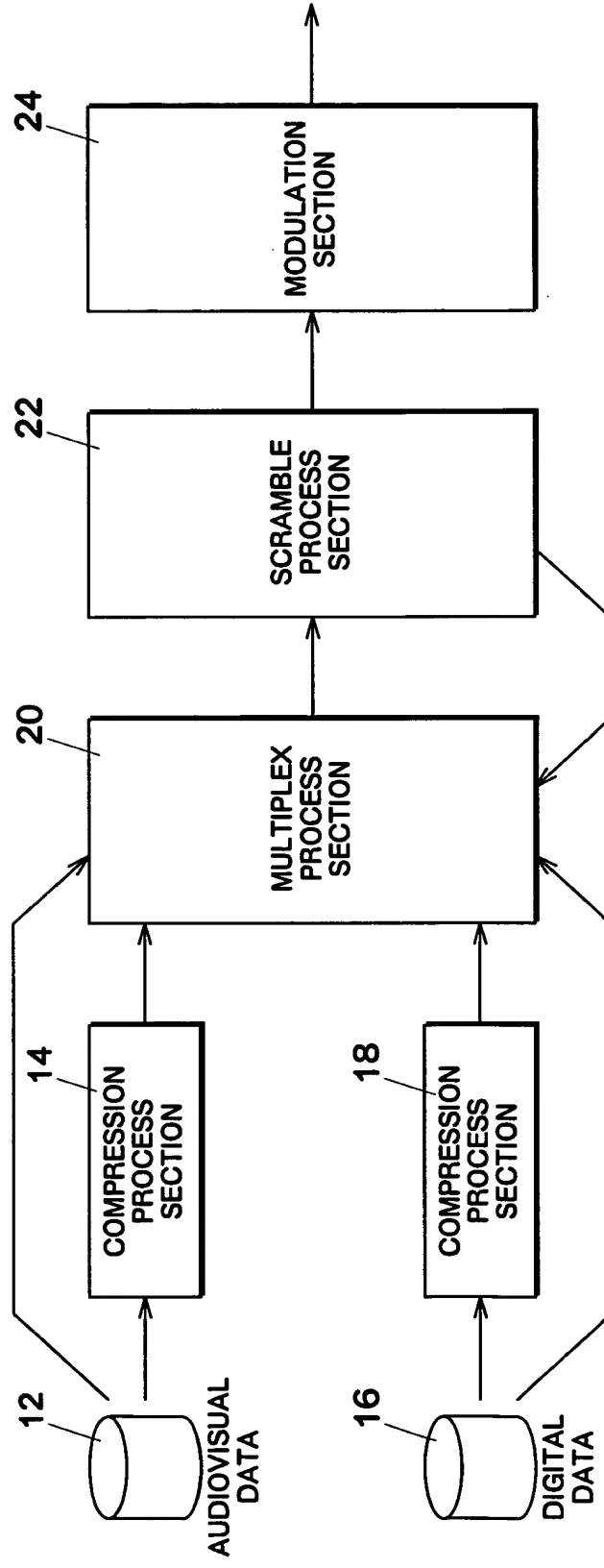


FIG.5

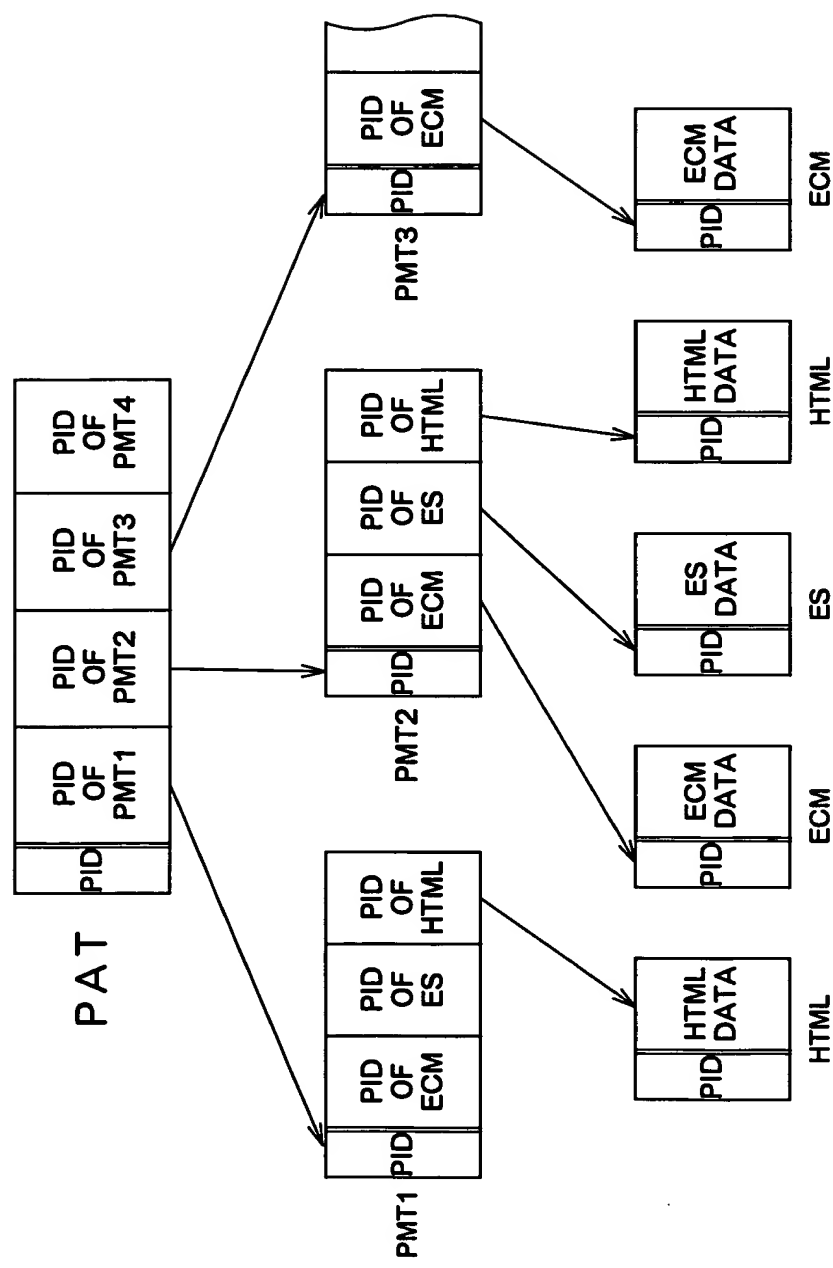


FIG.6

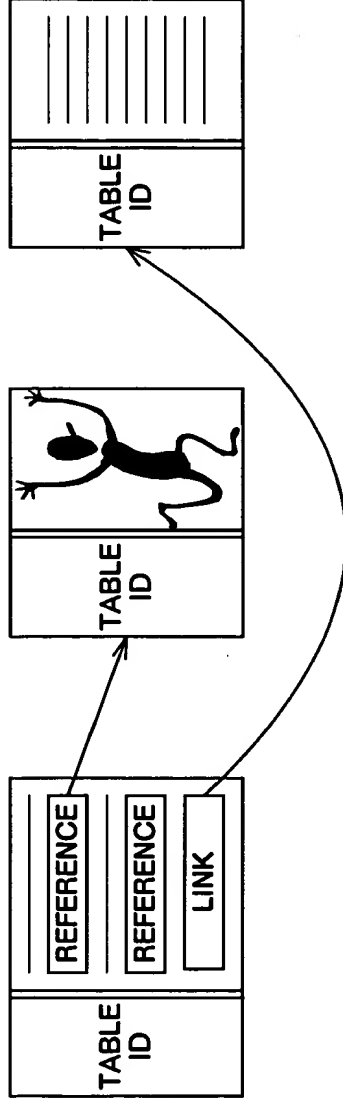


FIG.7A

CONTENTS TYPE INFORMATION

1	1	1	1	-----	0
---	---	---	---	-------	---

PNG XML GIF JPEG

FIG.7B

RESTORABLE CONTENTS TYPE INFORMATION

1	1	0	0	-----	0
---	---	---	---	-------	---

PNG XML GIF JPEG

FIG.8

PMT

Syntax	No. of bits	Macmonic
TS_program_map_section() {		
table_id	8	uimsbf
section_syntax_indicator	1	bslbf
'('	1	bslbf
reserved	2	bslbf
section_length	12	uimsbf
program_number	16	uimsbf
reserved	2	bslbf
version_number	5	uimsbf
current_next_indicator	1	bslbf
section_number	8	uimsbf
last_section_number	8	uimsbf
reserved	3	bslbf
PCR_PID	13	uimsbf
reserved	4	bslbf
program_info_length	4	bslbf
for (i=0; i<N; i++) {	12	uimsbf
descriptor()		
}		
for (i=0; i<N1; i++) {		
stream_type	8	uimsbf
reserved	3	bslbf
elementary_PID	13	uimsbf
reserved	4	bslbf
ES_info_length	12	uimsbf
for (i=0; i<N2; i++) {		
descriptor()		
}		
}		
CRC_32	32	rpchof
}		

50

FIG.9

DESCRIPTOR OF PMT

DATA STRUCTURE	NUMBER OF BITS	BIT LINE DESCRIPTION
<pre> data_component_descriptor() { descriptor_tag descriptor_length descriptor_component_id for(i=0;i<N;i++){ additional_data_component_info } } </pre>	<p>8</p> <p>8</p> <p>16</p> <p>8</p>	<p>uimsbf</p> <p>uimsbf</p> <p>uimsbf</p> <p>uimsbf</p>
<p>↓</p> <pre> additional_html_info() { bit_flag_length for(i=0;i<bit_flag_length;i++){ bit_flag } } </pre>	<p>8</p> <p>8</p>	<p>uimsbf</p> <p>uimsbf</p>

FIG. 10₆₀

ENTIRE CONSTRUCTION OF RECEIVING DEVICE

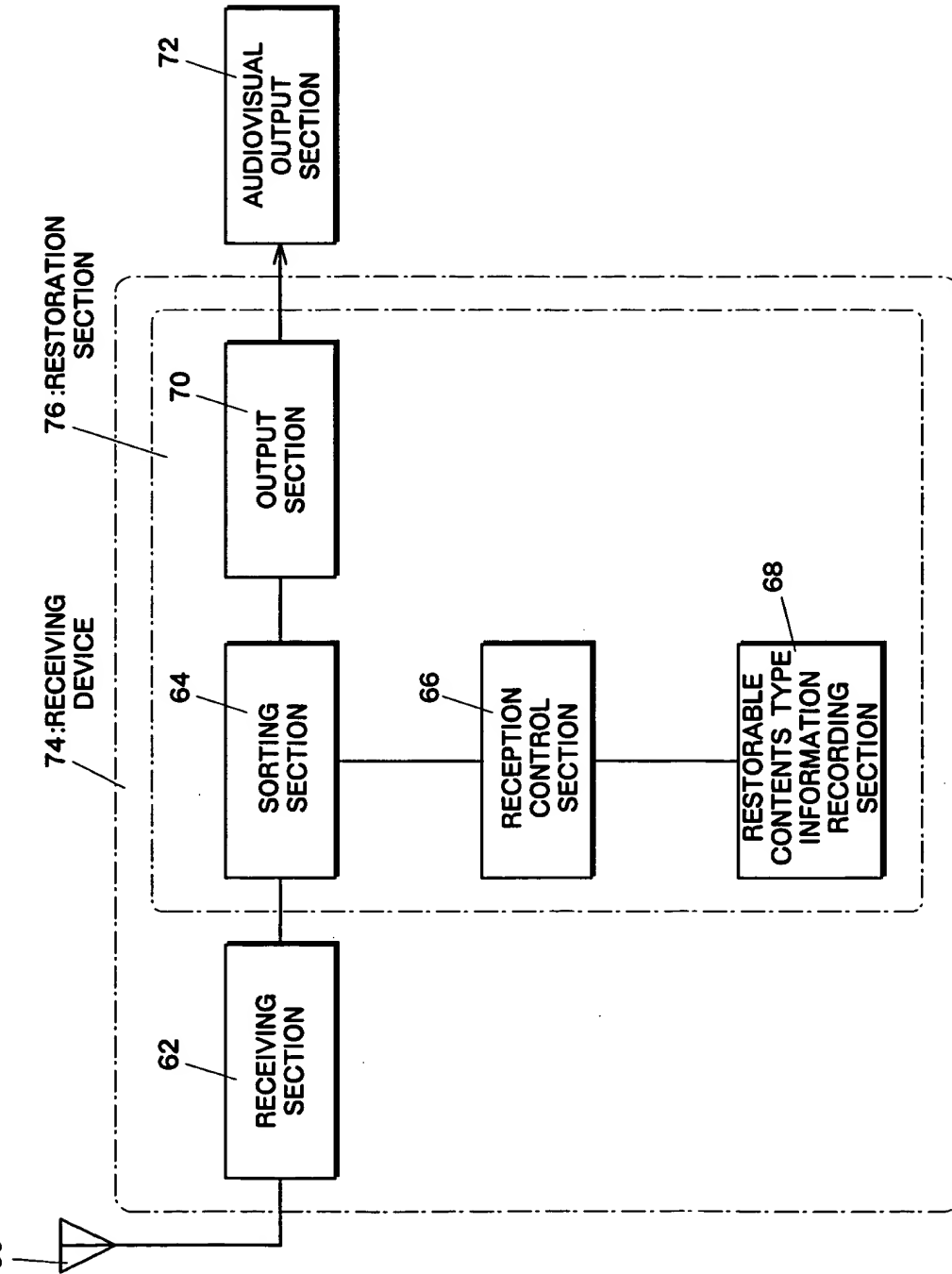


FIG.11

HARDWARE STRUCTURE OF RECEIVING DEVICE

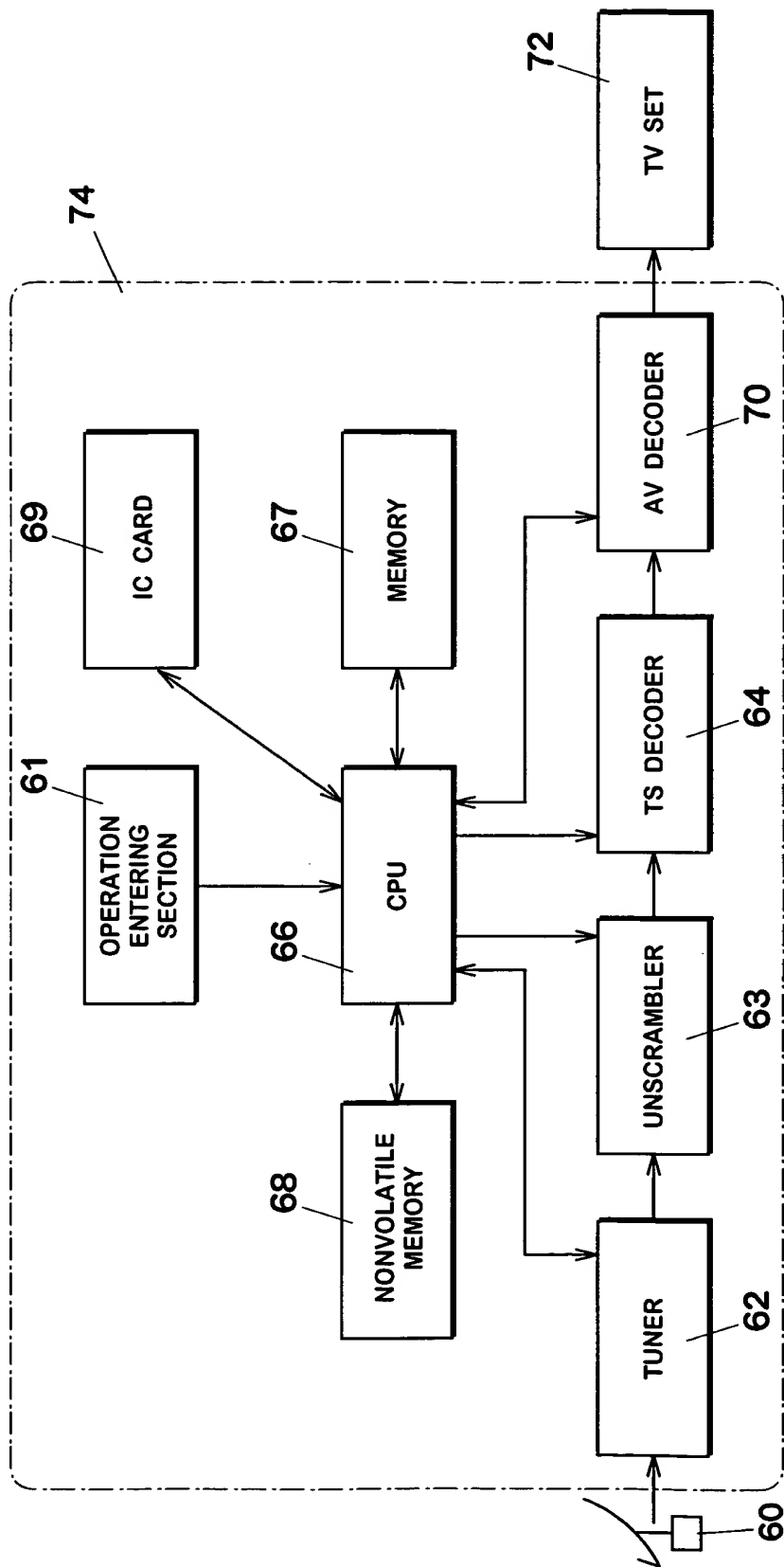


FIG.12

RECEPTION PROCESS

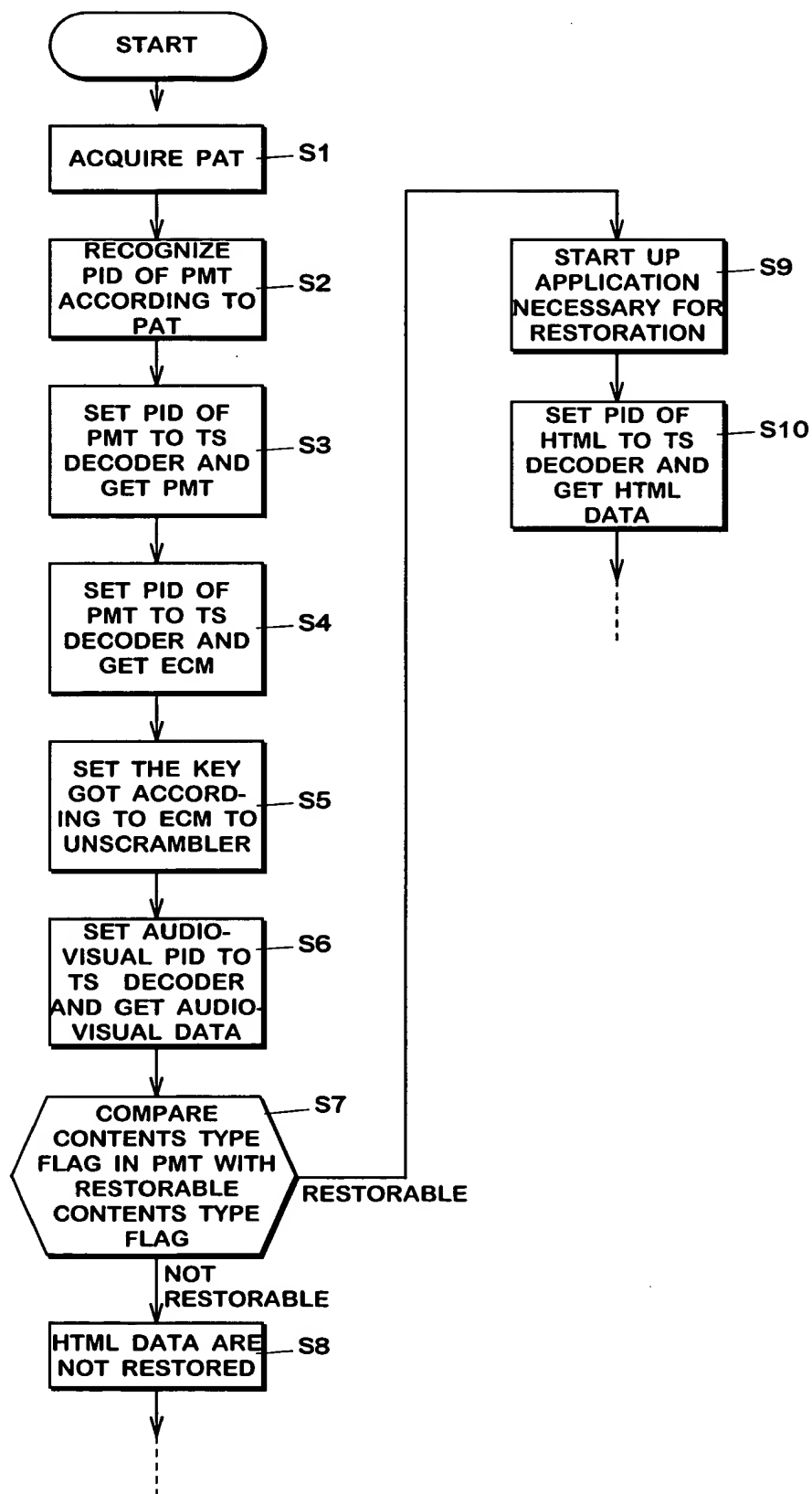


FIG.13

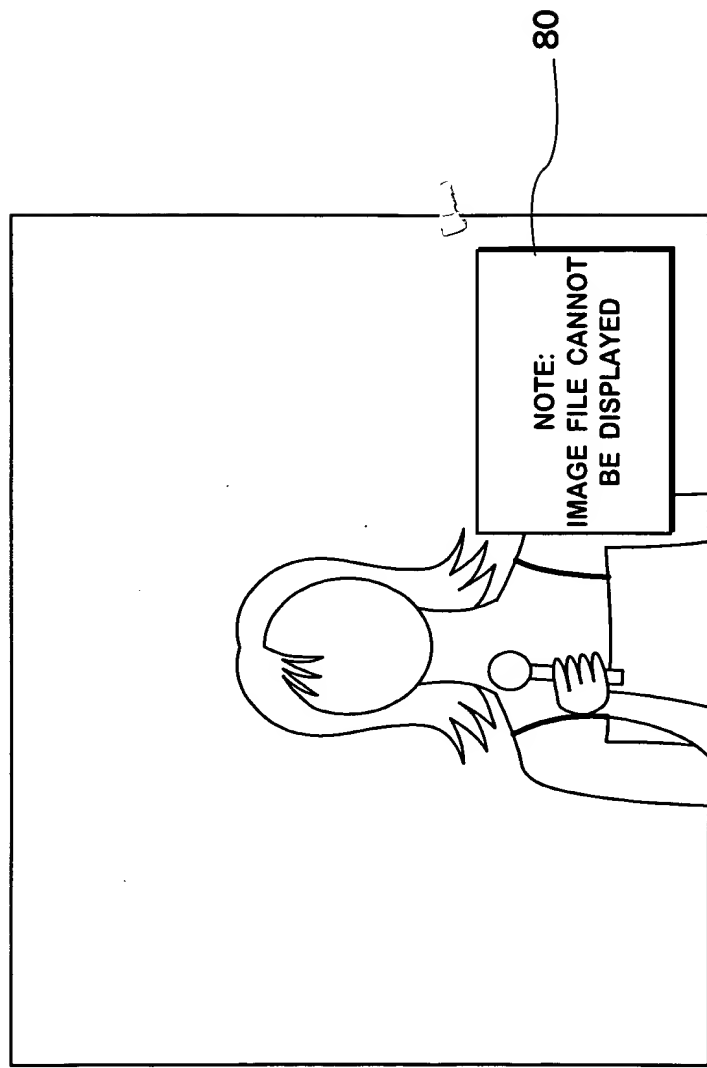


FIG.14

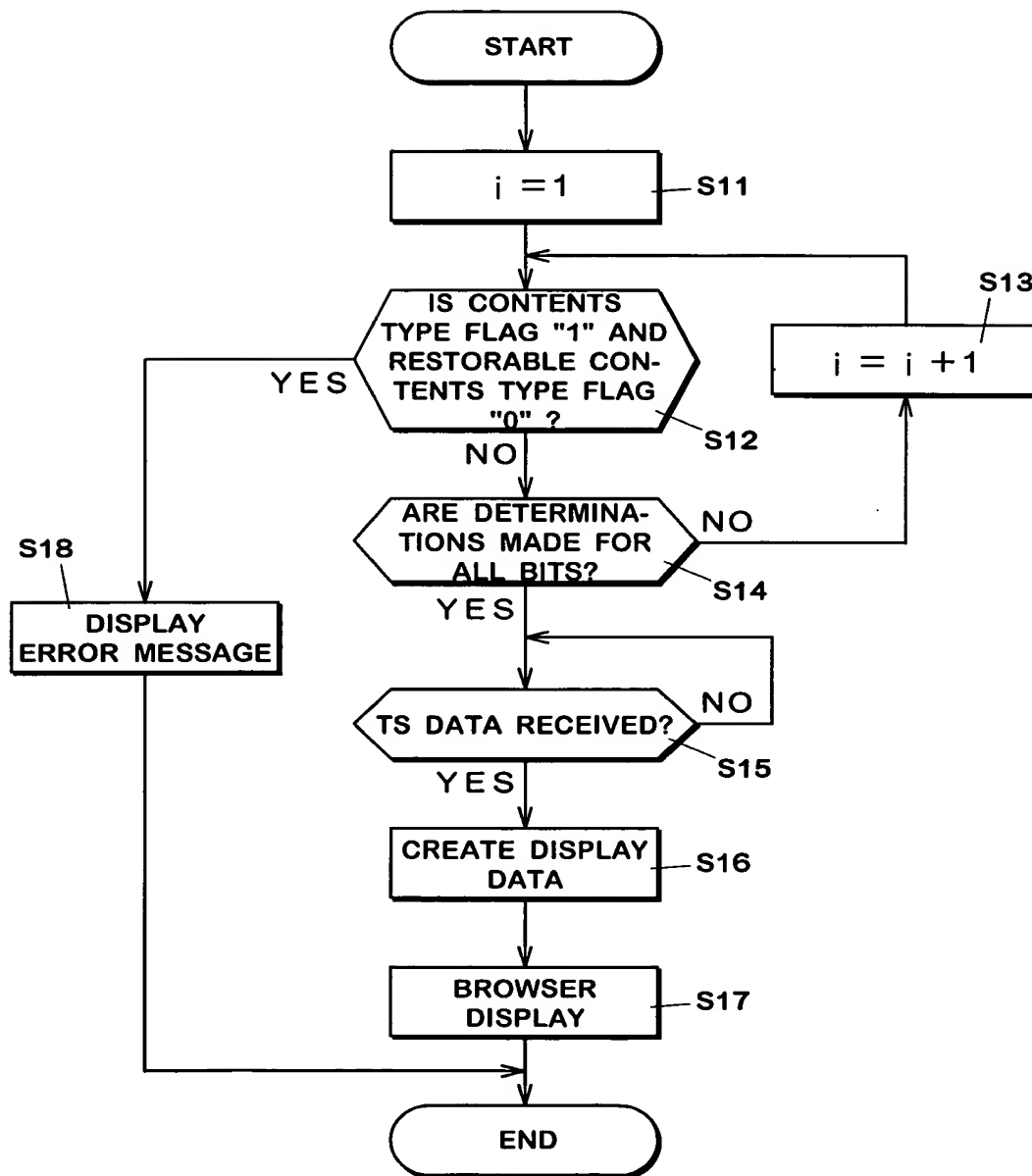


FIG.15

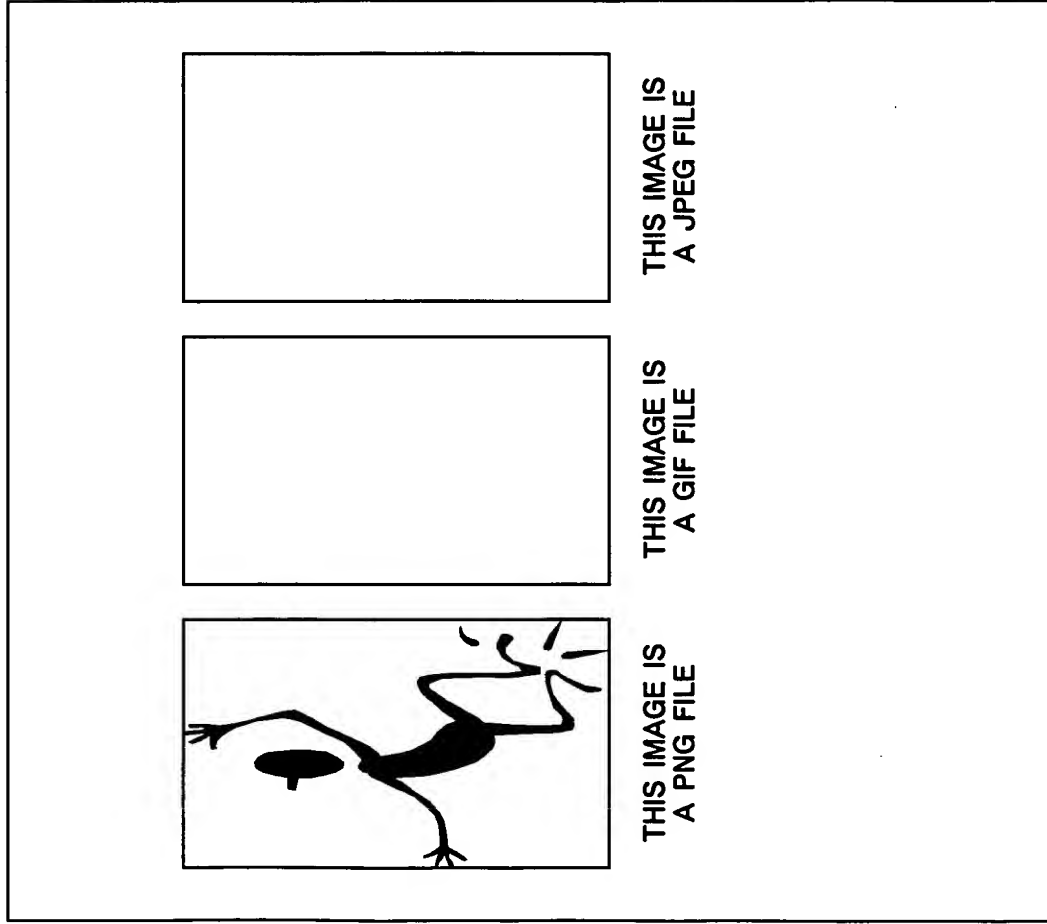


FIG.16

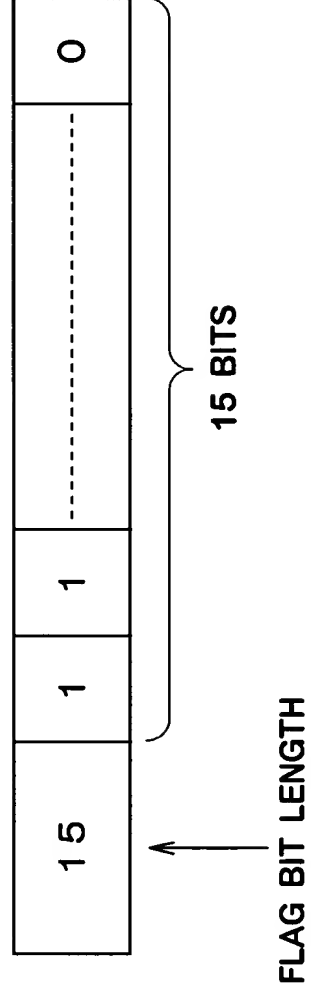


FIG.17

PNG, GIF, JPEG

FIG.18

CONTENTS TYPE INFORMATION

1	1	1	1	1	1	0
---	---	---	---	---	---	---



HANDLING INFORMATION PNG XML GIF JPEG

FIG.19

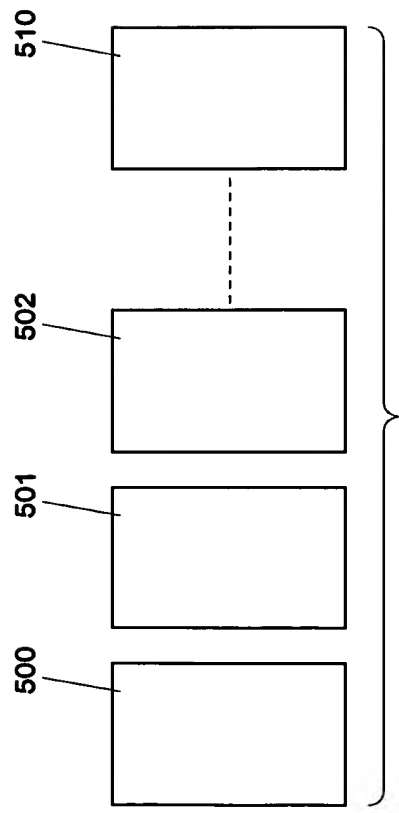


FIG.20

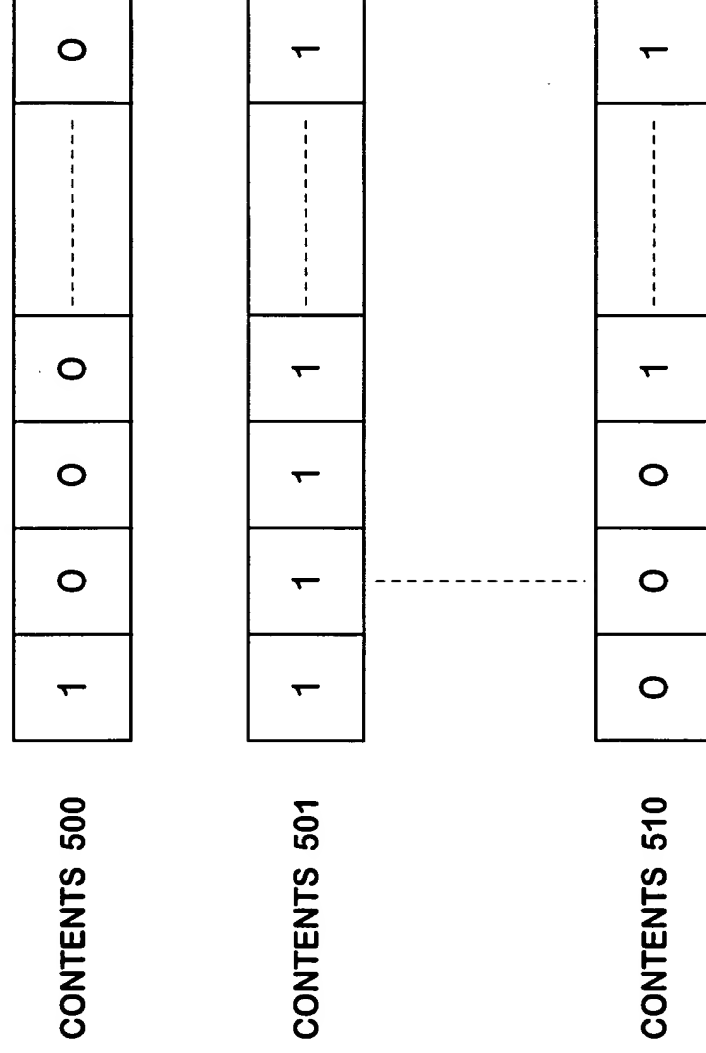


FIG.21

STRUCTURE OF DII

DATA STRUCTURE	NUMBER OF BITS	BIT LINE DESCRIPTION
<pre> DownloadInfoIndication() { dsmccMessageHeader() downloadId blockSize windowSize ackPeriod tCDownloadWindow tCDownloadScenario compatibilityDescriptor() numberOfModules for (i=0; i<numberOfModules; i++) { moduleId moduleSize moduleVersion moduleInfoLength for (i=0; i<moduleInfoLength; i++) { moduleInfoByte } } privateDataLength for (i=0; i<privateDataLength; i++) { privateDataByte } } </pre>	<p>32</p> <p>16</p> <p>8</p> <p>8</p> <p>32</p> <p>32</p> <p>16</p> <p>16</p> <p>32</p> <p>8</p> <p>8</p> <p>8</p> <p>16</p> <p>8</p>	<p>uimbsf</p> <p>uimbsf</p> <p>uimbsf</p> <p>uimbsf</p> <p>uimbsf</p> <p>uimbsf</p> <p>uimbsf</p> <p>uimbsf</p> <p>uimbsf</p> <p>uimbsf</p> <p>uimbsf</p> <p>uimbsf</p> <p>uimbsf</p> <p>uimbsf</p>
<pre> control_data_byte() { bit_flag_length for (i=0; i<bit_flag_length; i++) { bit_flag } } </pre>	<p>8</p> <p>8</p>	<p>uimbsf</p> <p>uimbsf</p>

FIG.22

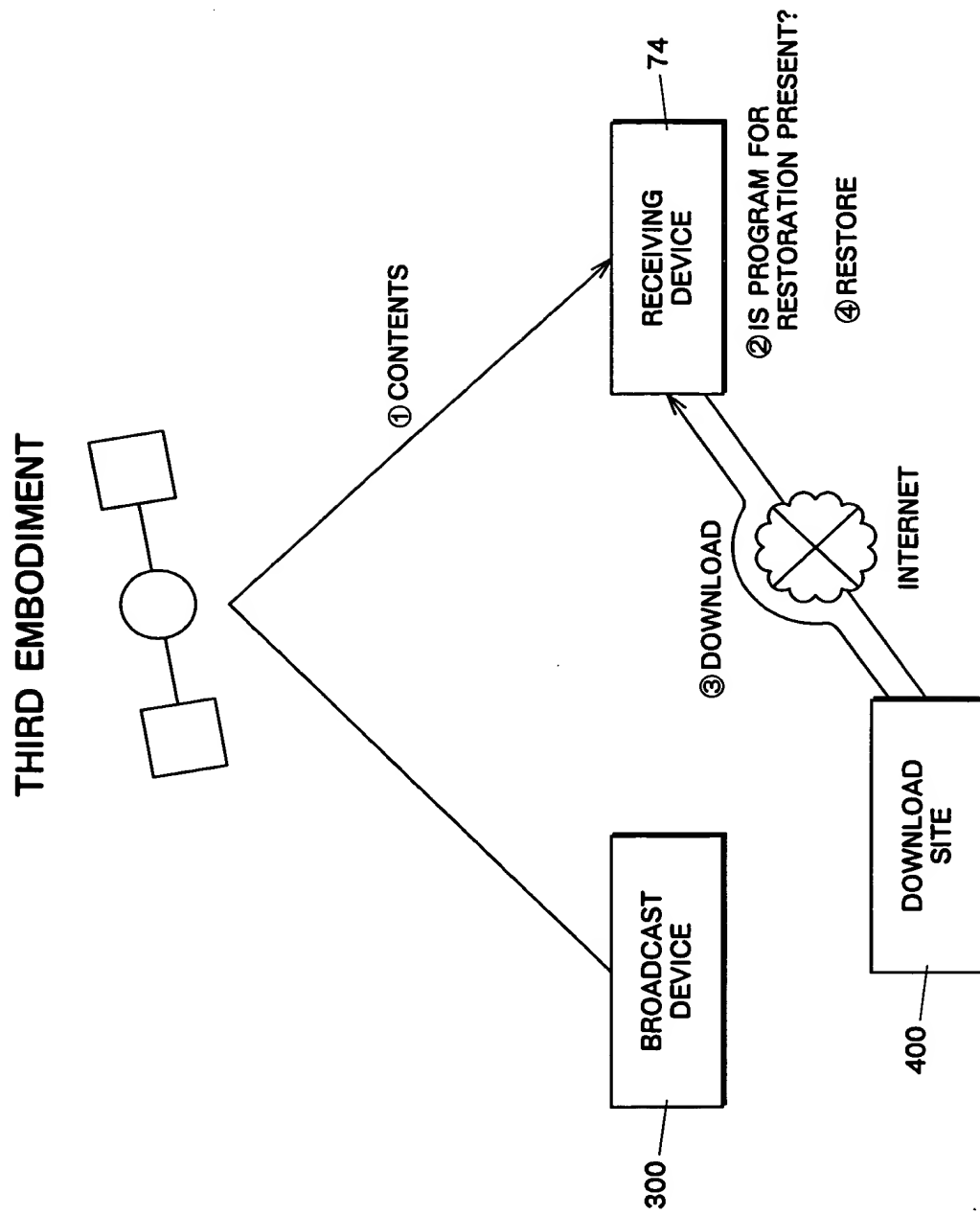


FIG.23₆₀

ENTIRE CONSTRUCTION OF RECEIVING DEVICE

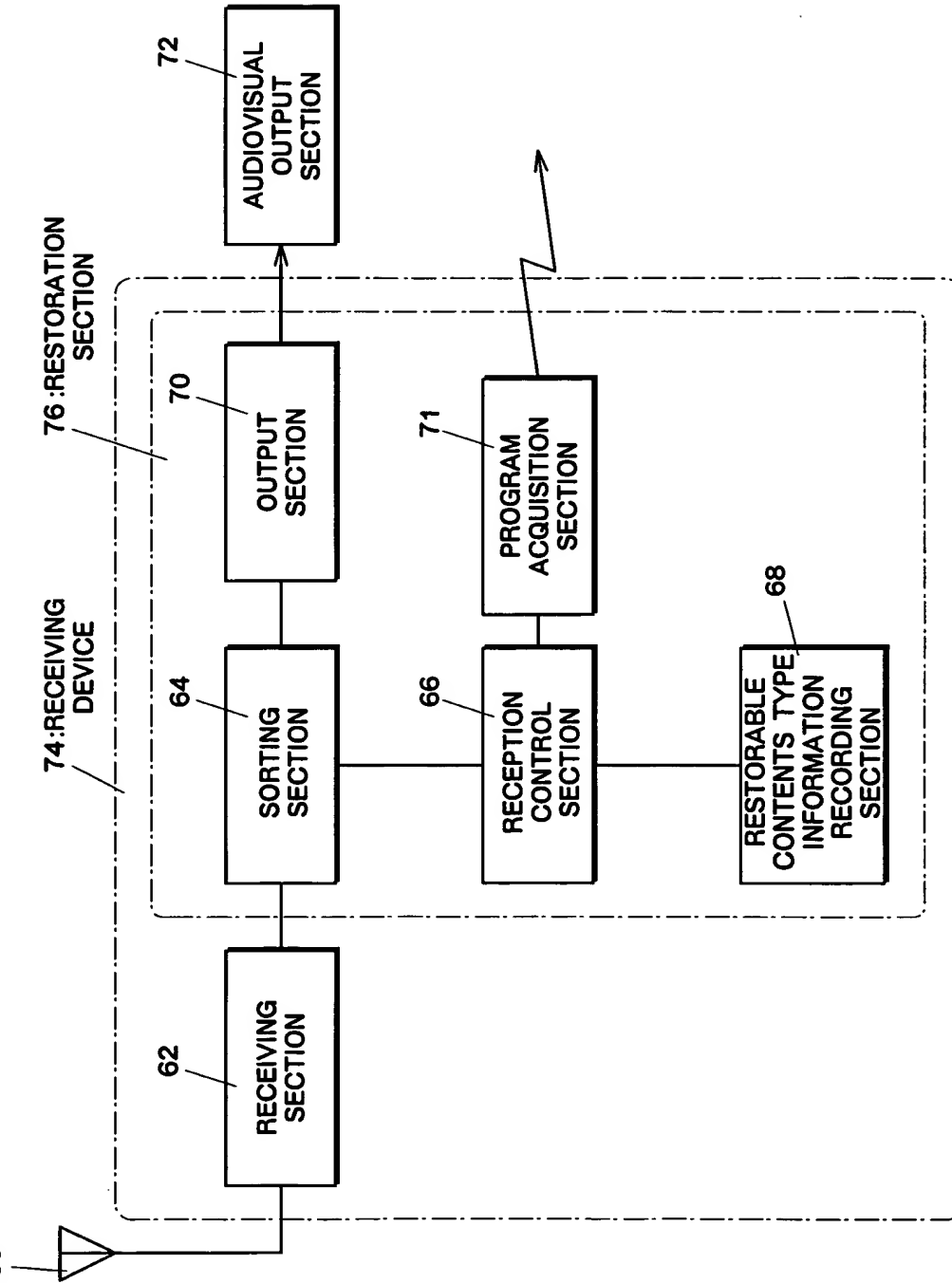


FIG.24

HARDWARE STRUCTURE OF RECEIVING DEVICE

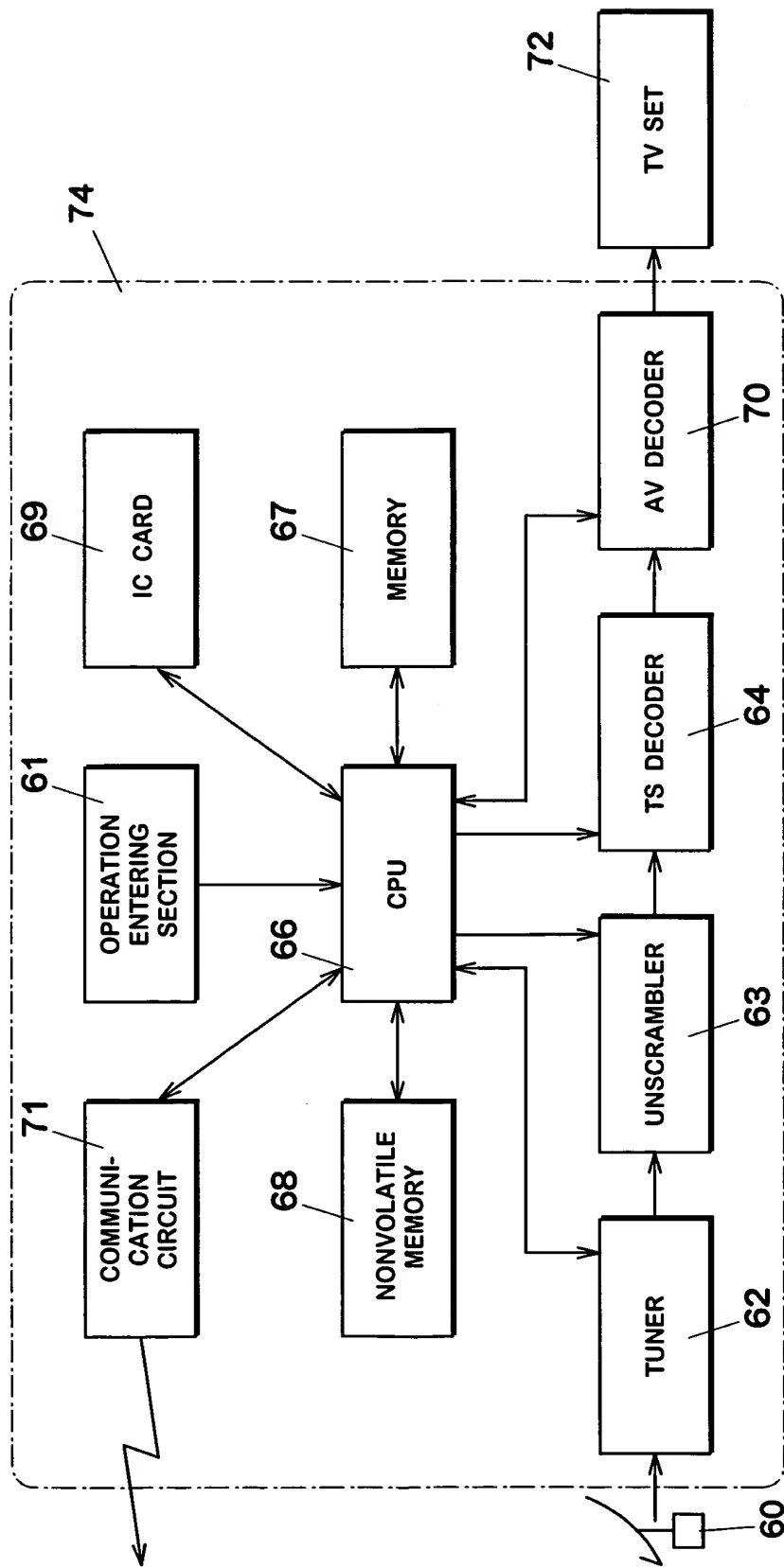


FIG.25

CONTENTS TYPE INFORMATION
AND ACQUISITION LOCATION INFORMATION

PNG	1	http://www.mel.co.jp/PNG
XML	0	—
GIF	1	http://www.mel.co.jp/GIF
	---	---

FIG.26

RECEPTION PROCESS

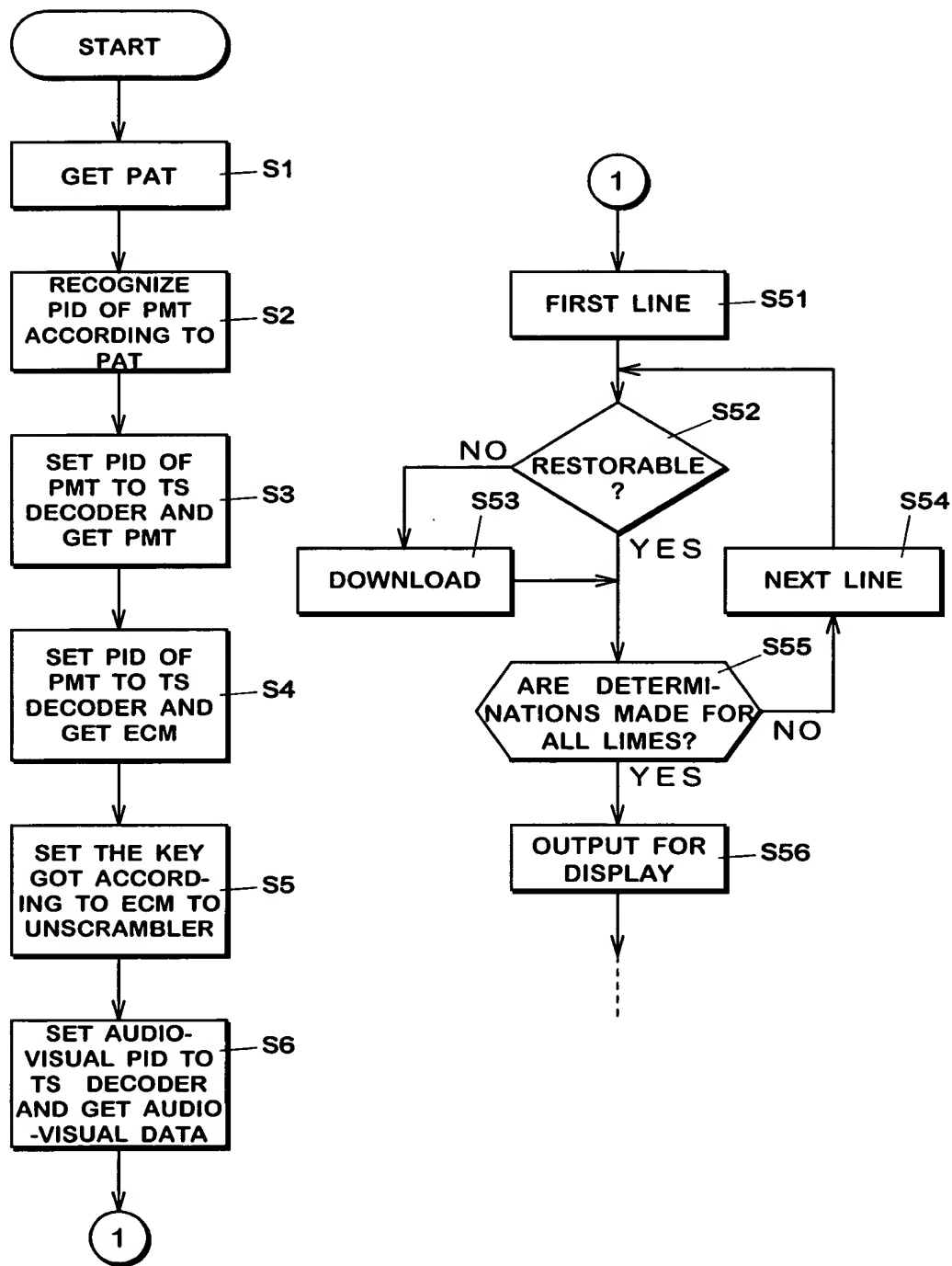


FIG.27

CONTENTS TYPE INFORMATION	ACQUISITION LOCATION INFORMATION	NECESSARY CONDITION INFORMATION
PNG	http://www.mel.co.jp/PNG	300K
XML	http://www.mel.co.jp/GIF	150K
---	---	---

FIG.28

